Bringing Comics Into The Digital Age
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**Goal**
Comics (bande dessinée or “BD” in French) have been published in various formats over the years in newspapers, magazines, stand-alone albums, and more recently, digital form. Transferring them from one format to another is costly and time-consuming for artists. This project aims to simplify this process.

**Image to image translation**
Image to image translation converts one image into another while preserving the desired characteristics such as image content, objects and their spatial properties.

**Challenges in the comics domain**
In comics, estimating depth is essential to rearrange the objects in the scene. The depth of the objects are vastly different than the ones in the natural images since comics do not obey the rules of the physical world. The artist can alter the physical constraints as they wish.

**Segmentation**
Segmentation is the task of identifying the classes to which the pixels of an image belong.

**Depth Estimation**
In depth estimation, we predict the distance between the objects in a single scene or multiple scenes from a given viewpoint.

**Saliency**
Visual saliency prediction aims to identify the most significant parts of a scene that gather attention.

**Challenges in the comics domain**
Saliency depends on both low level features (color, contrast, brightness) and high level features (semantics, objects). Image to image translation cannot be used for saliency estimation due to this complexity. Lack of annotated data also hinders training models from scratch in comics domain.

**References**

**Contact Information**
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